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SEGA

SONIC™

THE HEDGEHOG

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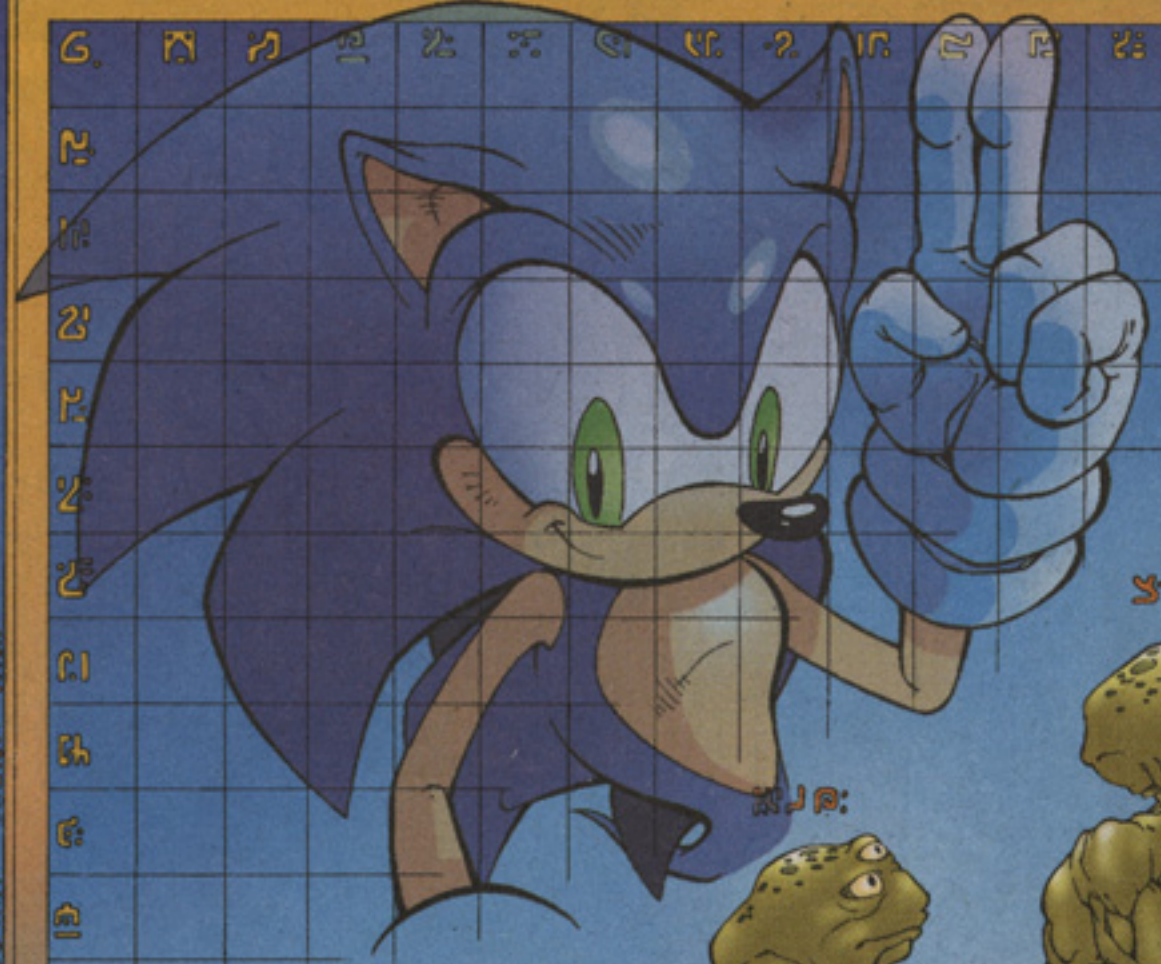


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"TOSSED IN SPACE" PART THREE **EVO-SOLUTION**

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OKAY, LET'S
SEE...



SONIC THE HEDGEHOG (ISSN 10705090), No. 127, Nov., 2003. Published every 4 weeks, twice in April by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher, Michael I. Silberkleit, Chairman and Co-Publisher. Single copies \$2.19 in the U.S.; \$2.59 in Canada. Subscription rate: U.S. \$28.47 for 13 issues; \$33.67 in Canada. All Canadian orders payable in U.S. funds. SEGA, Sonic The Hedgehog, and all related characters and indicia are either registered trademarks or trademarks of SEGA CORPORATION © 1991-2000. SEGA CORPORATION and SONICTEAM, LTD./SEGA CORPORATION © 2001-2003. All Rights Reserved. The product is manufactured under license from Sega of America, Inc., 450 Townsend St., Ste. 650, San Francisco, CA 94103 www.sega.com. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada



I AM CAPTAIN OE AND THESE ARE MY HELP-HANDS. WELCOME ABOARD THE D'NOVULAN TRADING FREIGHTER MAGESTERON. DO YOU COMPREHEND MY WORDS... MISTER...?



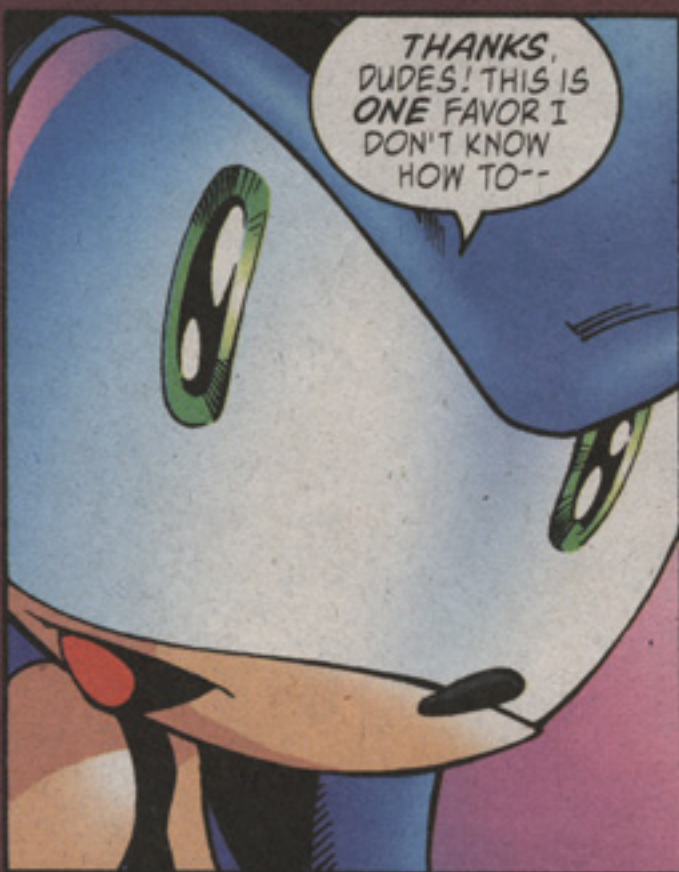
UH...YEAH, THE NAME'S SONIC, CAPTAIN OE, AND I UNDERSTOOD EVERY ONE OF 'EM. THE IMPLANT WORKS LIKE A CHARM!

THE BLODEX SAID YOU COULD HELP ME FIND A WAY BACK TO MY HOMEWORLD, MOBIUS.

OUR DESTINATION IS MEZZO JILLION, THIS SECTOR'S BUSIEST TRADING HUB...

MY SPECIES, IN ADDITION TO INTER-STAR TRADE, IS QUITE DEVOTED TO TO THE ART OF LINGUISTICS, SONIC.

...WHERE YOUR CHANCES OF FINDING A WAY HOME ARE SURE TO BE INCREASED.



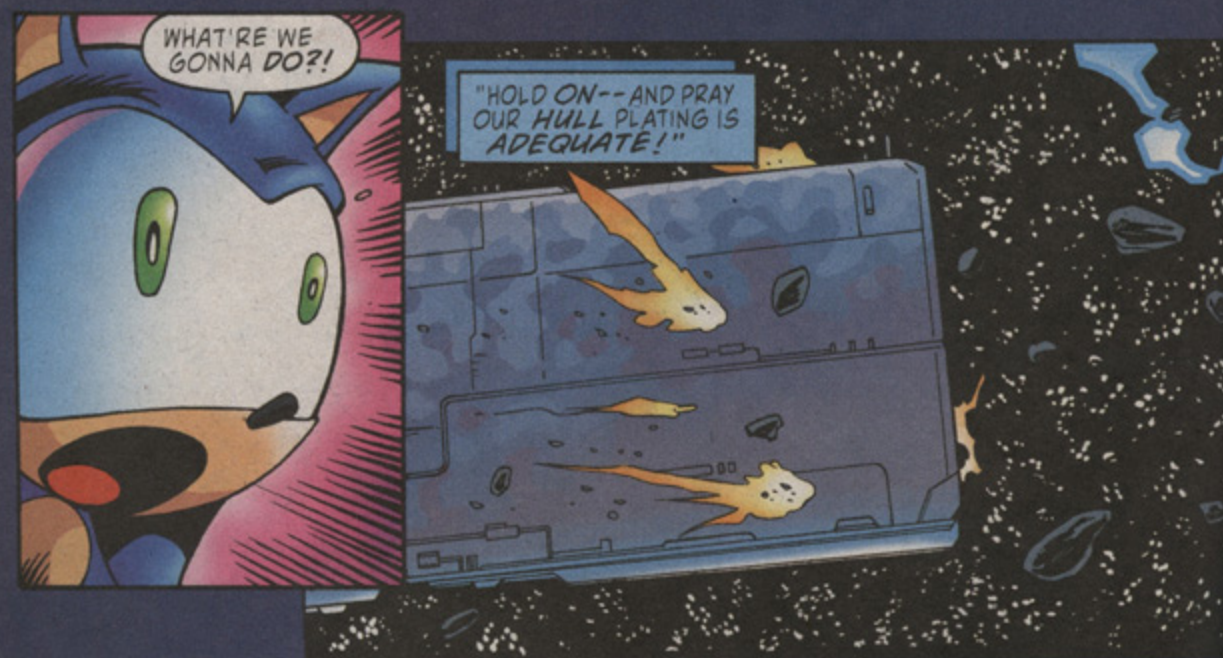
THANKS, DUDES! THIS IS ONE FAVOR I DON'T KNOW HOW TO--

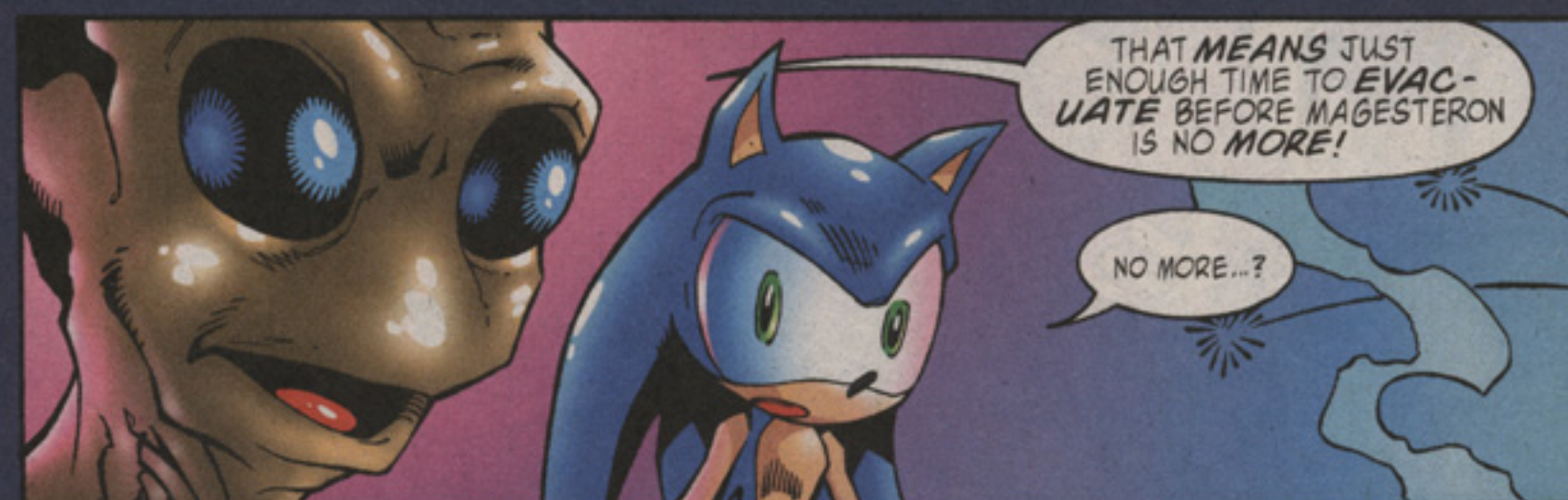
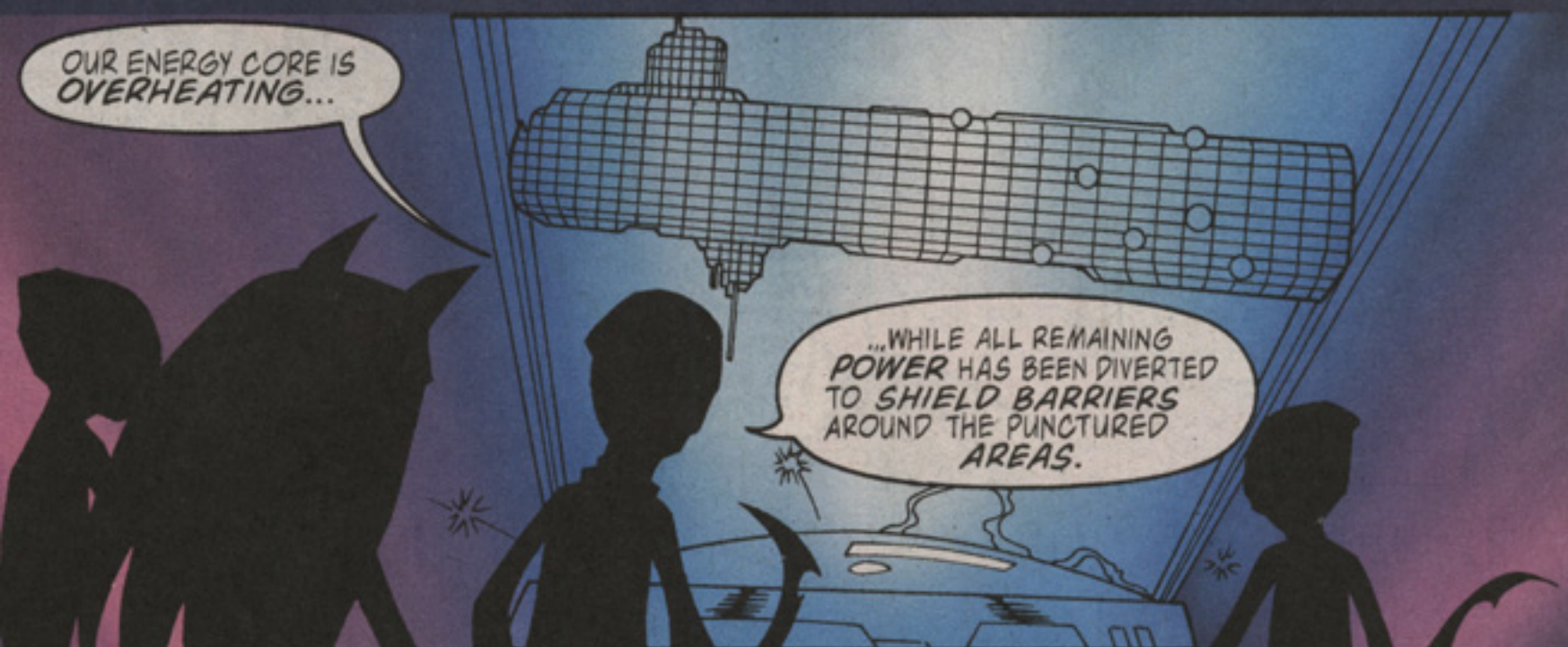
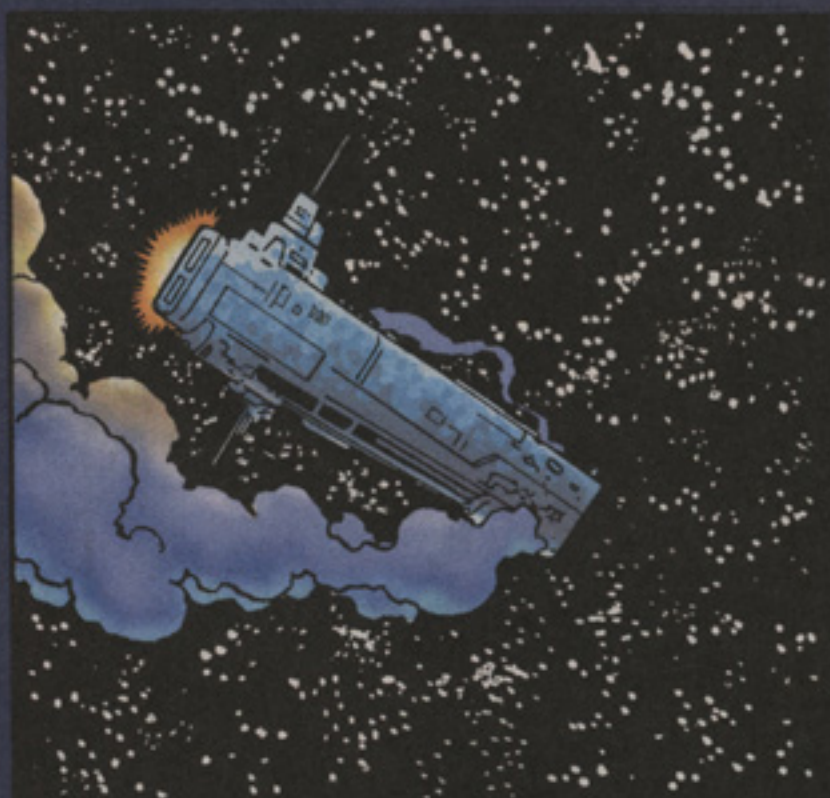


--REPAY...?

CAPTAIN OE--WE HAVE A SITUATION!

WHAT IS IT, HELMSMAN LU?





SOON...

WE HAVE **LESS**
THAN A MINUTE LEFT,
HELP-HANDS! HASTEN TO
THE **BIO-PODS!**



DESIGNED TO
SEEK OUT **HABITABLE**
ORBS, THEY ARE YOUR
SOLE MEANS OF
ESCAPE!



HEY, **WAIT**
A SEC-- THERE'S
ONLY ONE
LEFT!

WE NEVER ACCOUNTED FOR AN
EXTRA **SENTIENT** ONBOARD, SONIC!
I NEVER THOUGHT A DISASTER
OF THIS MAGNITUDE WOULD
EVER OCCUR!



CAPTAIN OE, I
CAN'T GET INSIDE THAT
POD, **NOT** IF IT
MEANS--



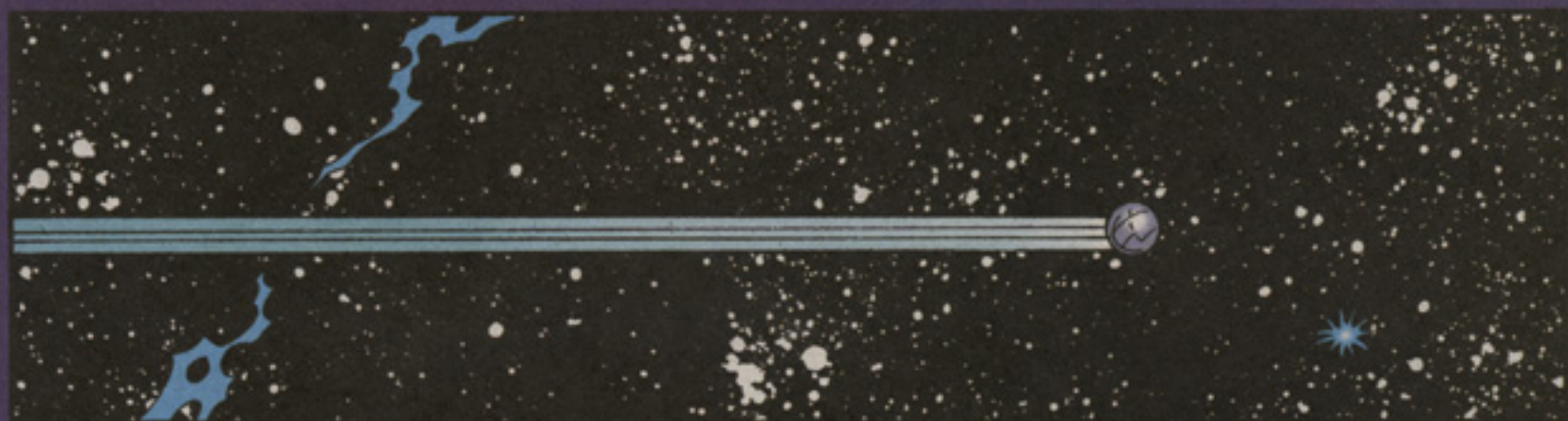
HEY!

HIS TAIL--
IT'S SOME KIND OF
STINGER!

MY
APOLOGIES,
SONIC...







THE PARALYSIS
MUST BE WEARING OFF--
I'M SLOWLY BECOMING
ABLE TO MOVE
AGAIN!



MY BIO-POD'S
HEADED TOWARD THAT
PLANET DOWN THERE,
BUT THE CLOUDS ABOVE
IT ARE SO THICK...

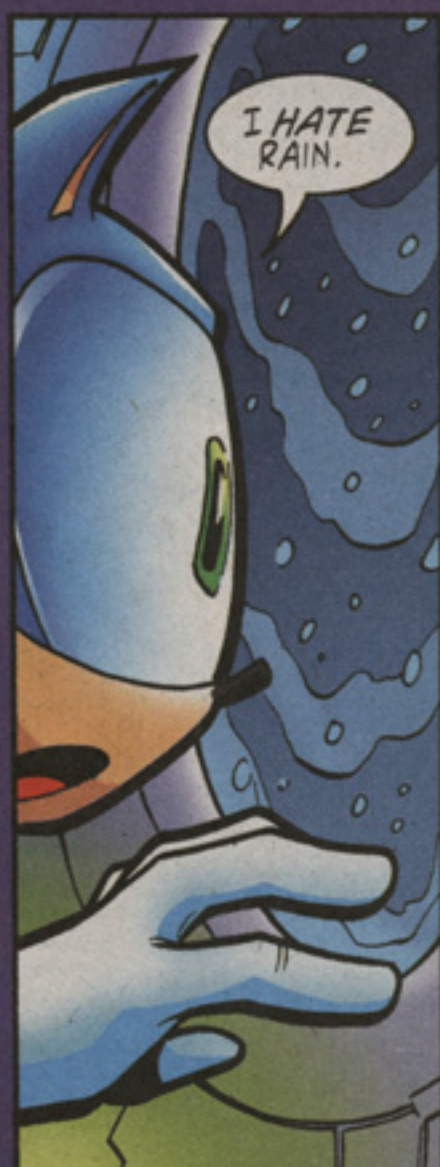


...I
CAN'T
SEE A
THING!



OH, GREAT.
RAIN

K-SPLUTCH



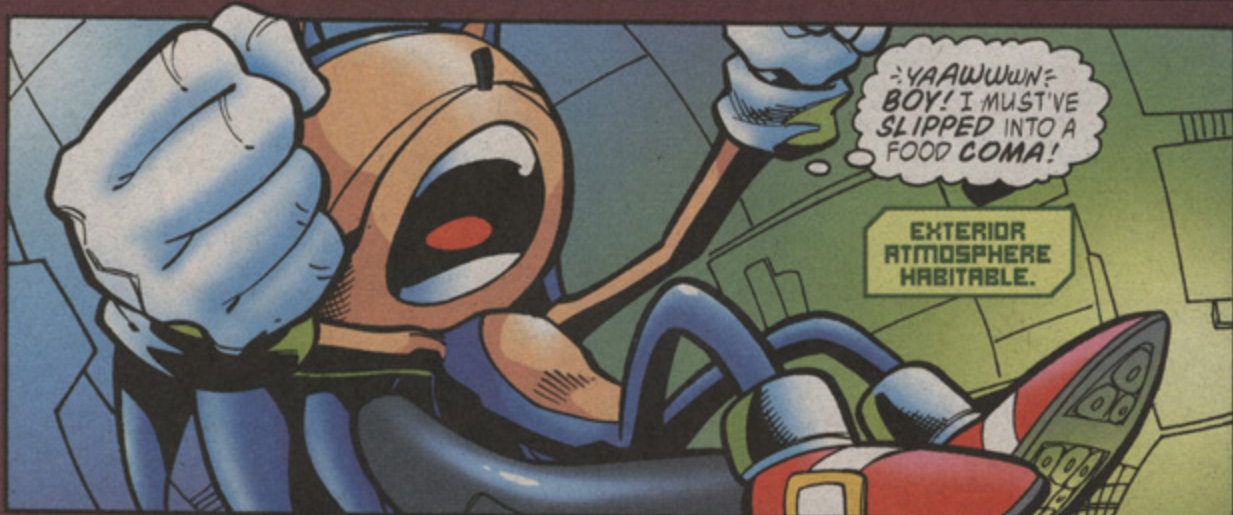
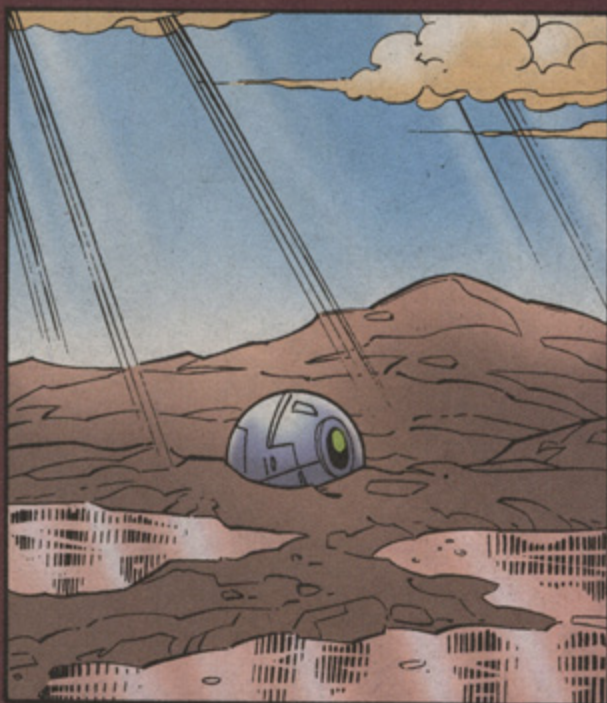
I HATE
RAIN.

WARNING: DO NOT EXIT. EXTERIOR
ATMOSPHERE HIGHLY TOXIC.
INITIATING DISTRESS SIGNAL...

I THOUGHT THIS
THING WAS TAKING ME
SOMEPLACE *BREATH-*
ABLE. WELL,...

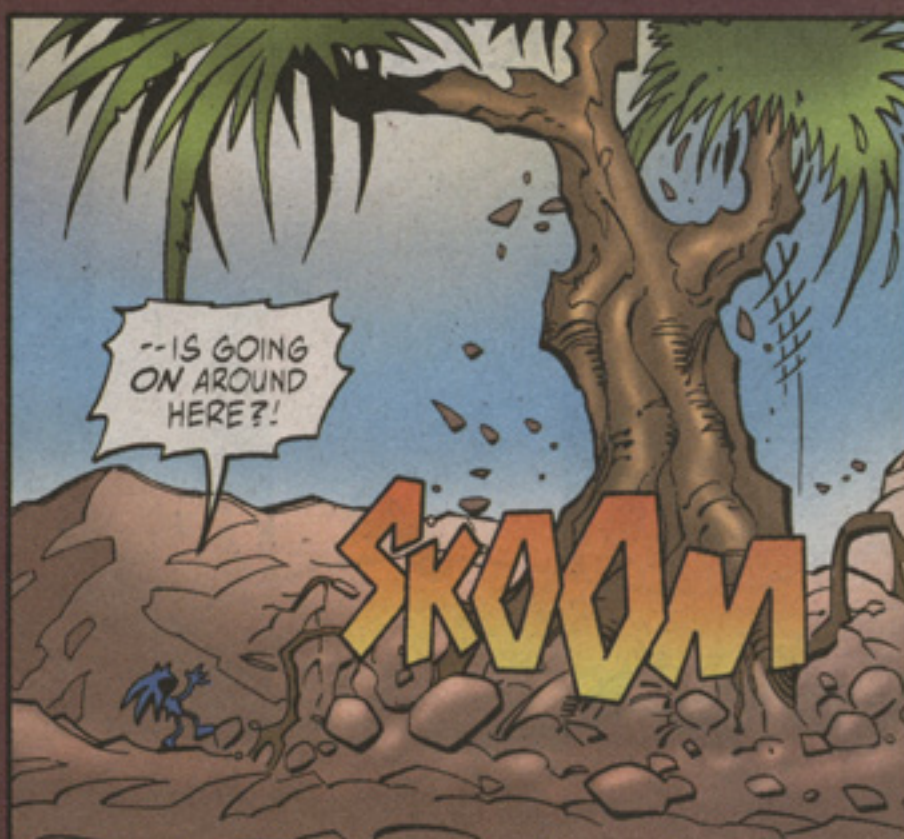
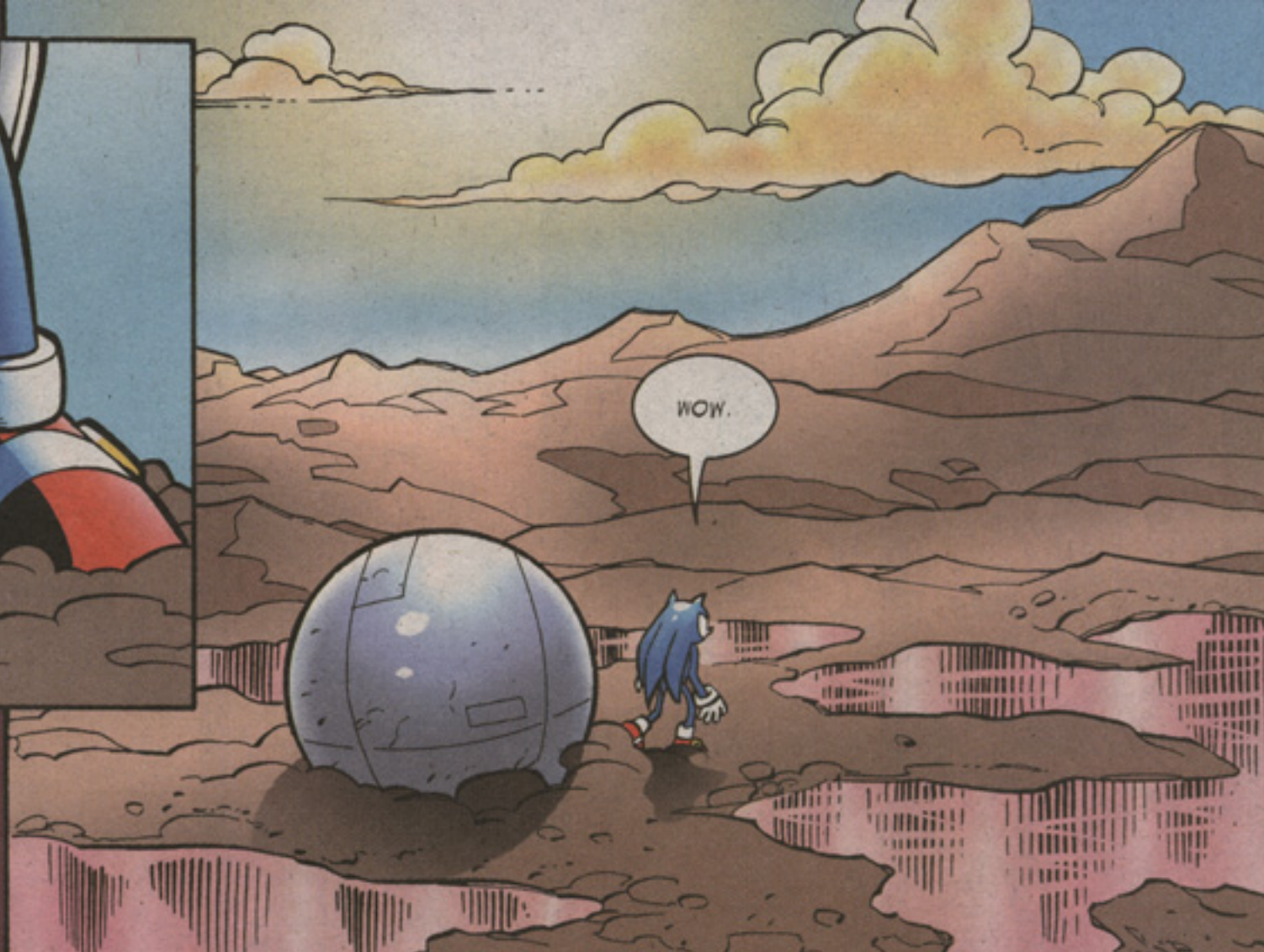
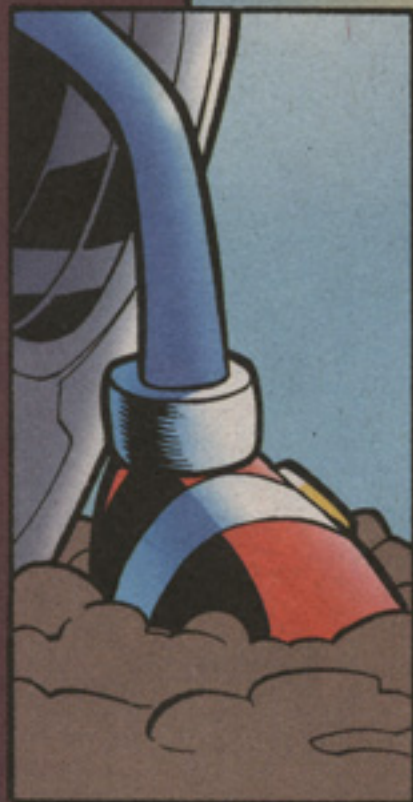
...AT LEAST THERE'S
MUNCHIES IN THE RATION
BIN. ENOUGH TO LAST
A FEW WEEKS.

NOT EXACTLY
CHILIDOGS, BUT
THEY'LL HAVE TO DO
'TIL HELP ARRIVES!



~YAAWWWN~
BOY! I MUST'VE
SLIPPED INTO A
FOOD COMA!

EXTERIOR
ATMOSPHERE
HABITABLE.





THAT
PLANT JUST
GREW INTO A
TREE RIGHT IN
FRONT OF MY EYES,
AND NOW ITS
LEAVES ARE
FALLING OFF
GOING FROM
AUTUMN...



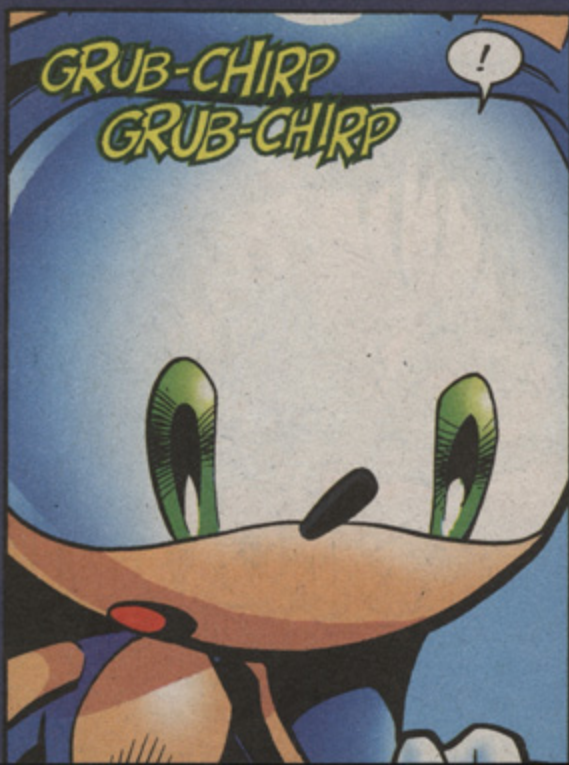
...TO
WINTER, IN
ONLY A MATTER
OF SECONDS!



THE
LEMONADE
SEA -- ITS
TOTALLY
FROZEN
OVER



NOW, IT'S
COMPLETELY
MELTED!



GRUB-CHIRP
GRUB-CHIRP

!



SOME KIND OF
ANIMAL -- EMERGING
FROM THE DEPTHS! BUT
HOW? THIS PLANET
COULDN'T EVEN SUPPORT
LIFE EIGHT HOURS AGO!

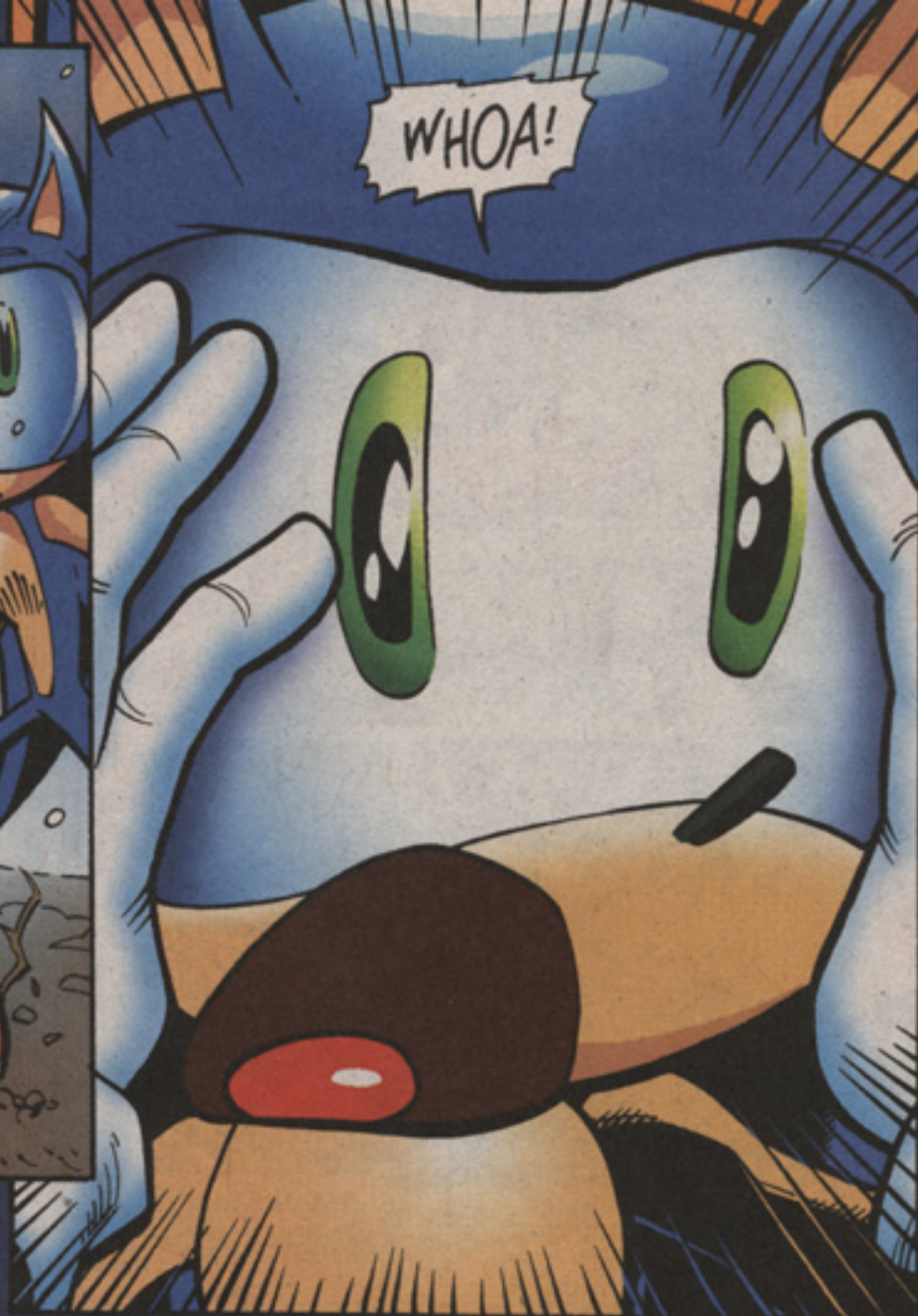
GRUB-CHIRP



UNLESS...



WHOA.
WHOA.



WHOA!



THAT'S GOTTA BE IT!
EVOLUTION ON THIS
PLANET MUST TAKE PLACE
AT AN ACCELERATED
RATE!



SAFEST THING TO DO
IS CHILL HERE INSIDE THE
BIO-POD--NO TELLING WHAT
MIGHT HAPPEN NEXT.



SOON...

zzzzzz

AN HOUR LATER...

...CAN'T BAIT A
HOOK LIKE THAT
TAILS. I'M TELLING
Y-HUH? WHUH?

THINGS HAVE **ADVANCED**
TO THE POINT WHERE THIS
PLANET'S **LIFE FORMS** ARE
DWELLING IN **PRIMITIVE HUTS!**
IT'S--

--BLOWING--

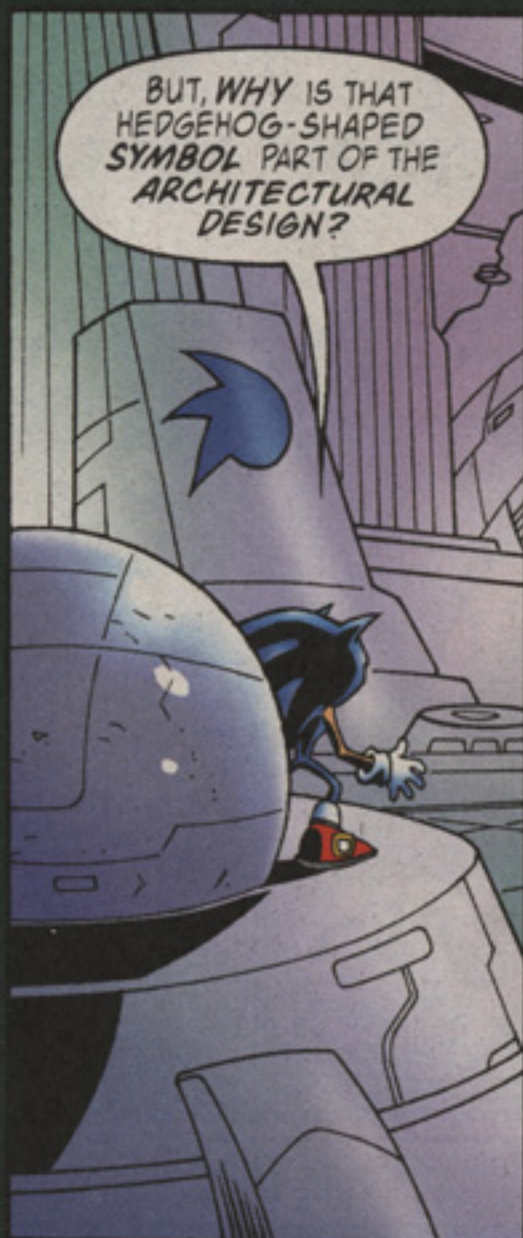
--MY--

--MIND!



THE VILLAGE
HAS BECOME A
FUTURISTIC
METROPOLIS--

--AND NOW TIME
IS SLOWING DOWN
TO A PACE I CAN
DEAL WITH!



BUT, WHY IS THAT
HEDGEHOG-SHAPED
SYMBOL PART OF THE
ARCHITECTURAL
DESIGN?



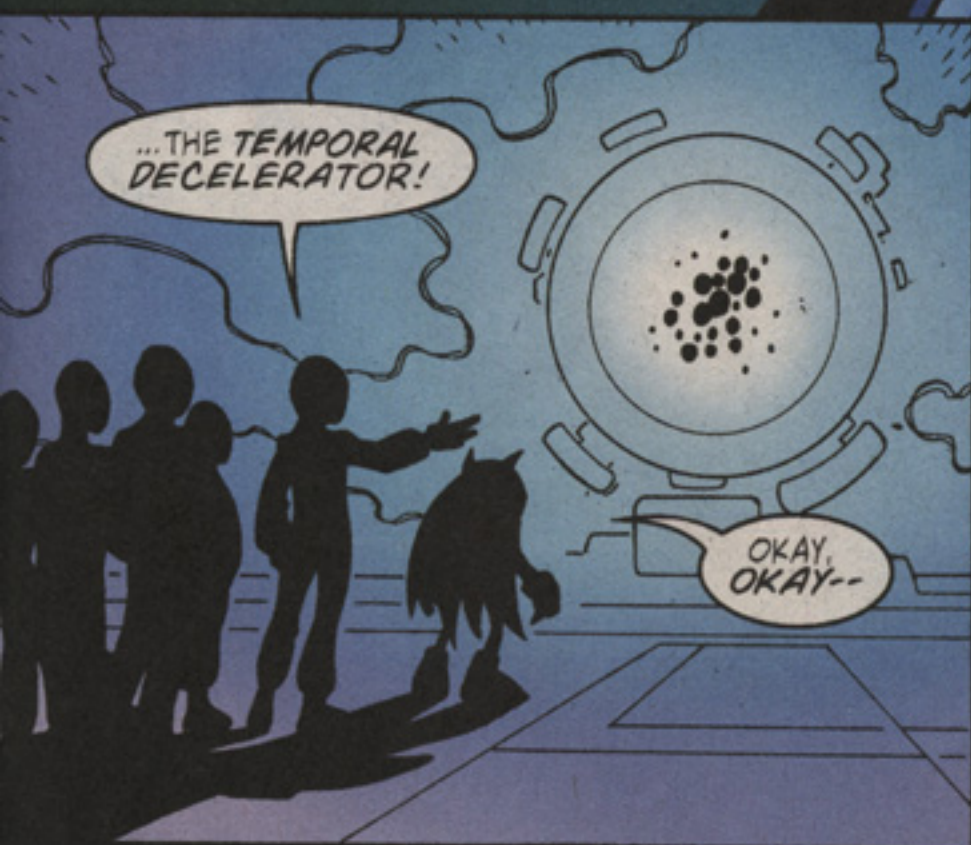
GREETINGS
WONDROUS BLUE-
SPINED IMMORTAL...

THESE ALIEN DUDES
MUST BE THE CITY'S INHAB-
ITANTS--AND I CAN UNDER-
STAND THEIR LANGUAGE
BECAUSE OF THE D'NOBULAN
"BABBLE-NODE" IMPLANT!



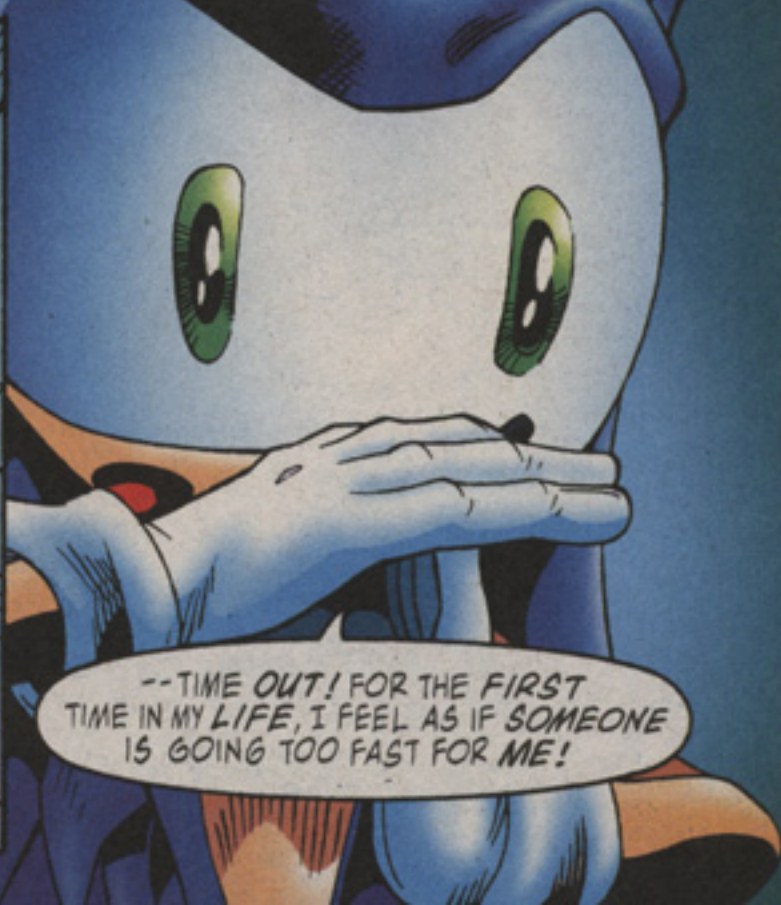
...WE ARE THE AZURITES, THIS
PLANET'S DOMINANT SPECIES! I
AM PROFESSOR PARG, AND
THESE ARE MY SCIENTIFIC
COLLEAGUES...

...WHO ALONG WITH
MYSELF, HAVE CREATED A
DEVICE TO SLOW THE
MOTION OF TIME ON THIS
WORLD...



...THE TEMPORAL
DECELERATOR!

OKAY,
OKAY--



--TIME OUT! FOR THE FIRST
TIME IN MY LIFE, I FEEL AS IF SOMEONE
IS GOING TOO FAST FOR ME!

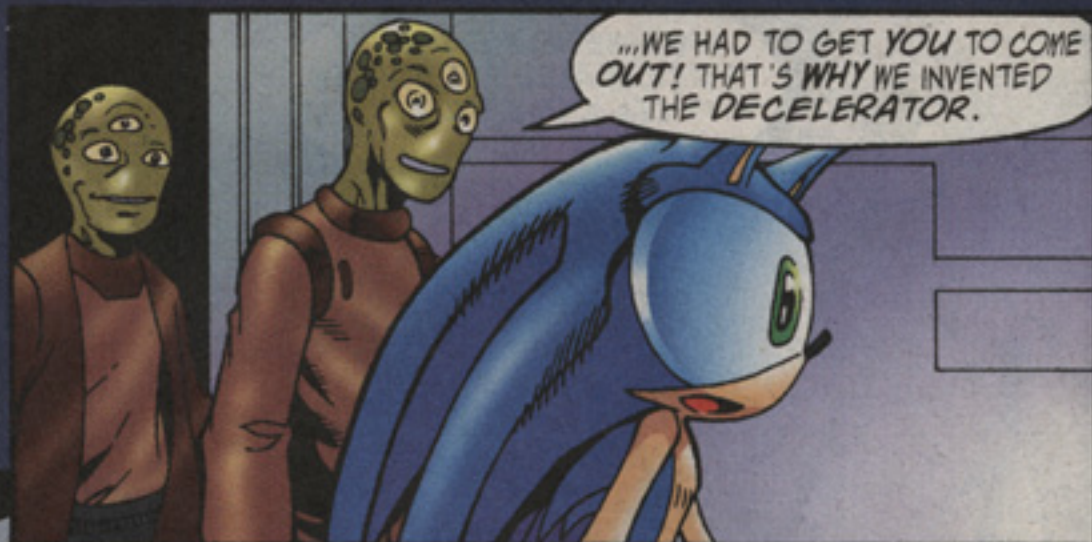


AS WE *PROGRESSSED* INTO THE MODERN AGE, TECHNOLOGICAL SCANS OF YOUR CONTAINMENT CAPSULE REVEALED THAT YOU WERE A LIVING GOD.



MANY OF OUR RACE WERE OPPOSED TO THE BELIEF, AND GREAT WARS WERE WAGED TO ADHERE TO THE OLD WAY OF THINKING.

THE FACTS EVENTUALLY PREVAILED BUT WE COULD FIND NO MEANS OF OPENING YOUR CAPSULE. THAT'S WHEN WE REALIZED...



...WE HAD TO GET YOU TO COME OUT! THAT'S WHY WE INVENTED THE DECELERATOR.

AND NOW YOU HAVE EMERGED TO MEET YOUR CREATIONS.

WHAT DO YOU HAVE TO SAY?



WELL, UHH... FIRST THING IS... I'M NOT A GOD, AND I DIDN'T CREATE YOU EITHER. I GOT SPACE-WRECKED HERE A LONG, LONG TIME AGO... AND BECAUSE OF THE DIFFERENCES IN OUR EVOLUTIONARY RATE, YOU DUDES MIS-TOOK ME FOR SOMETHING THAT I'M NOT.



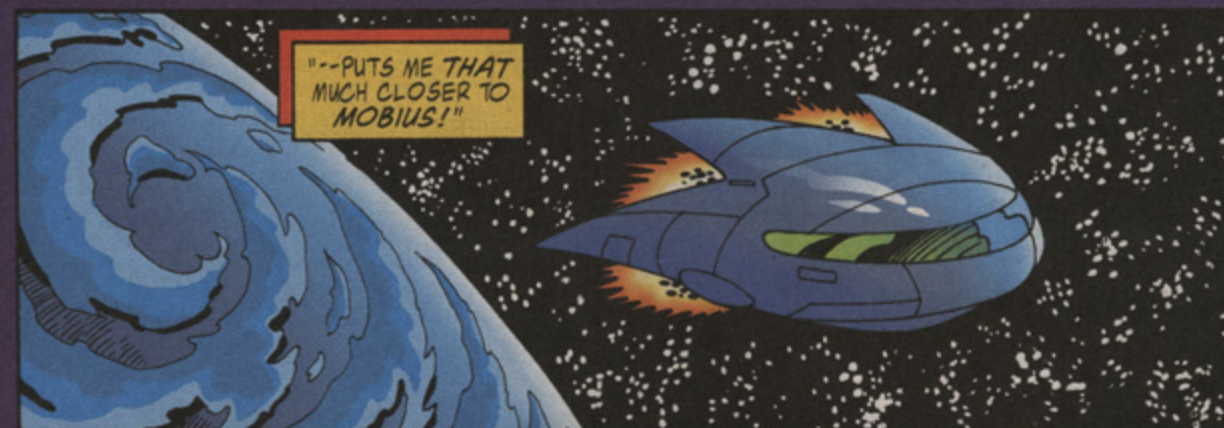
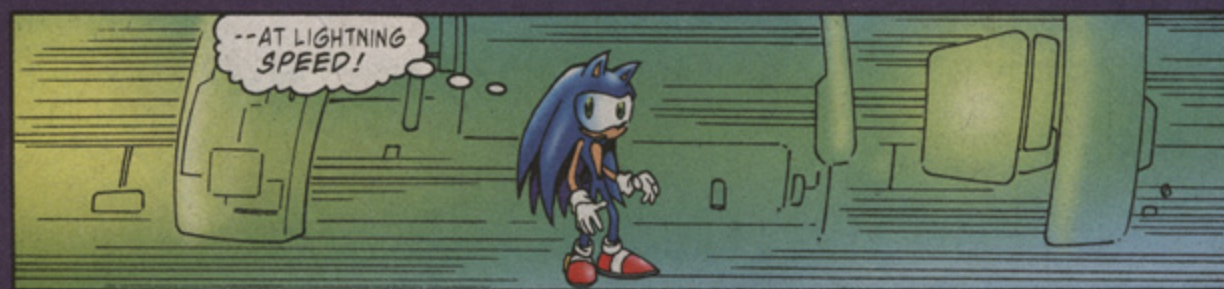
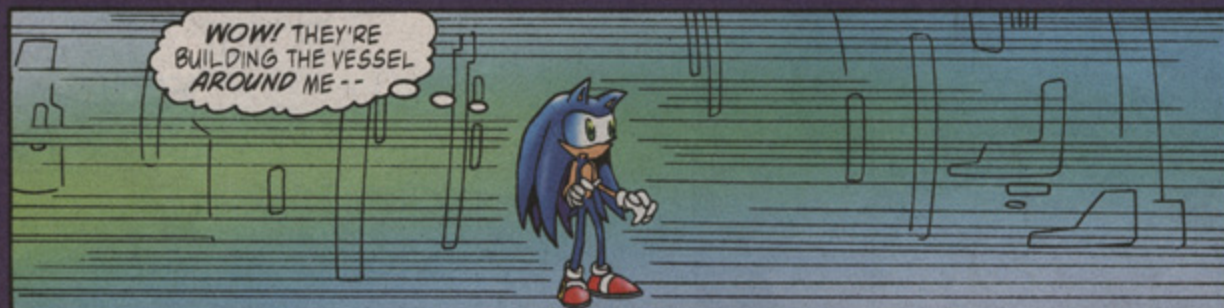
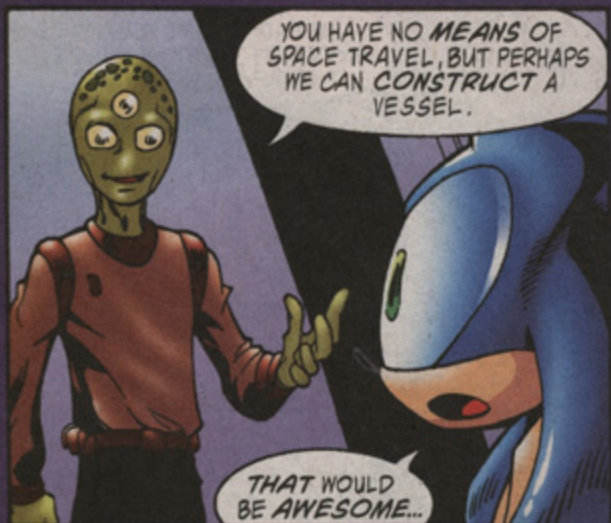
BUT IF YOU'RE NOT A GOD, THEN WHAT ARE YOU...?

I'M A HEDGEHOG WHO'S TRYING TO FIND HIS WAY BACK HOME.



HEDGE... HOG...





TO BE CONTINUED



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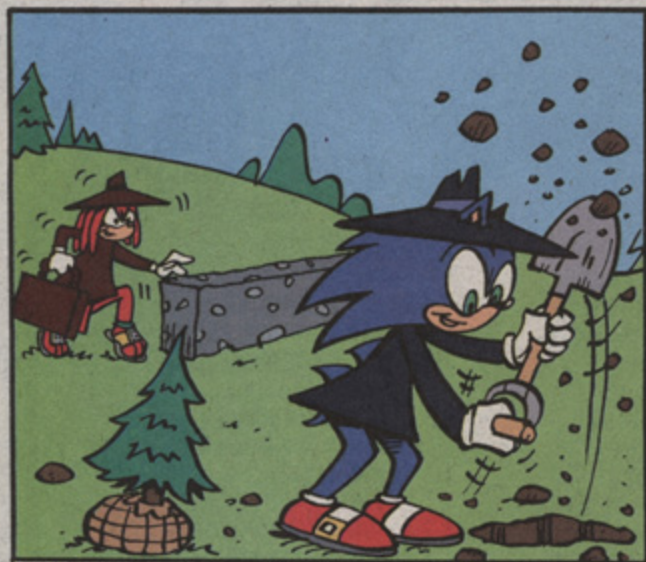
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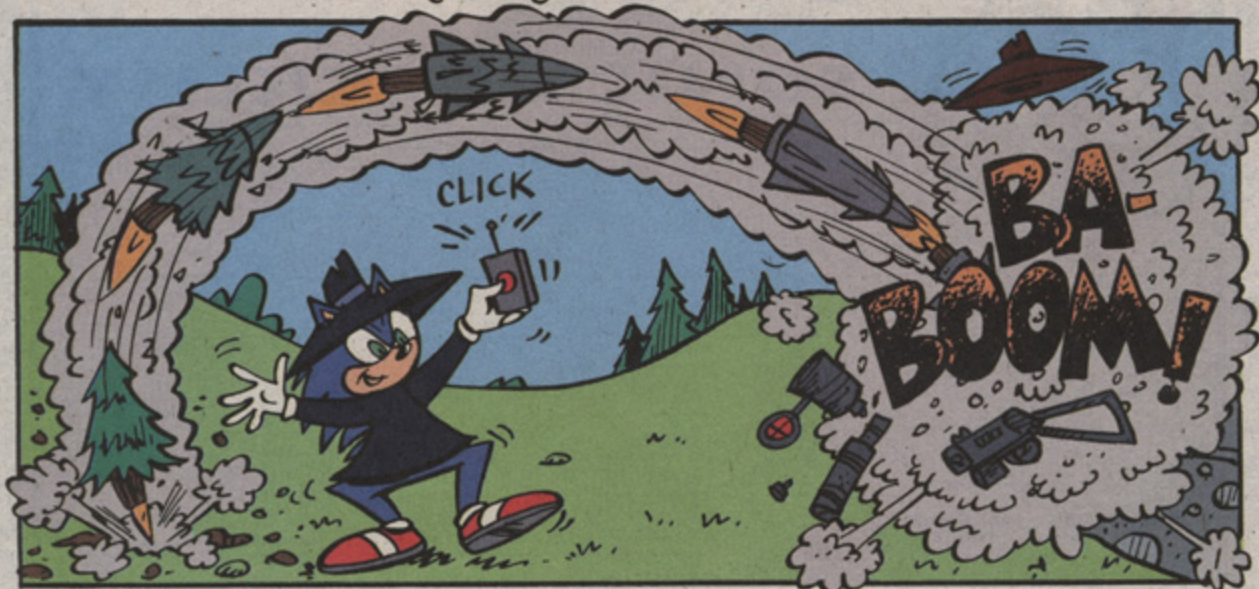
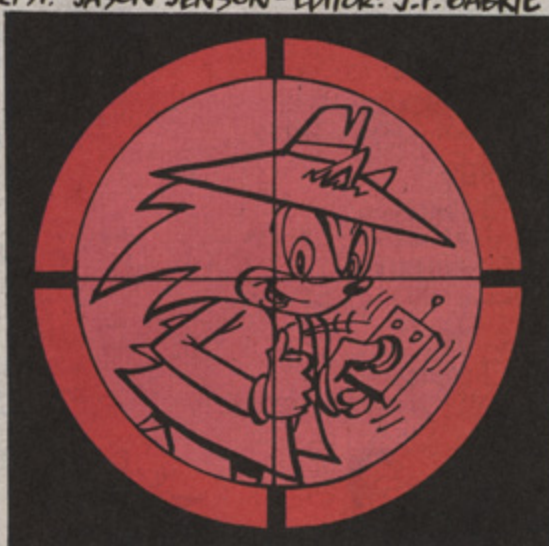
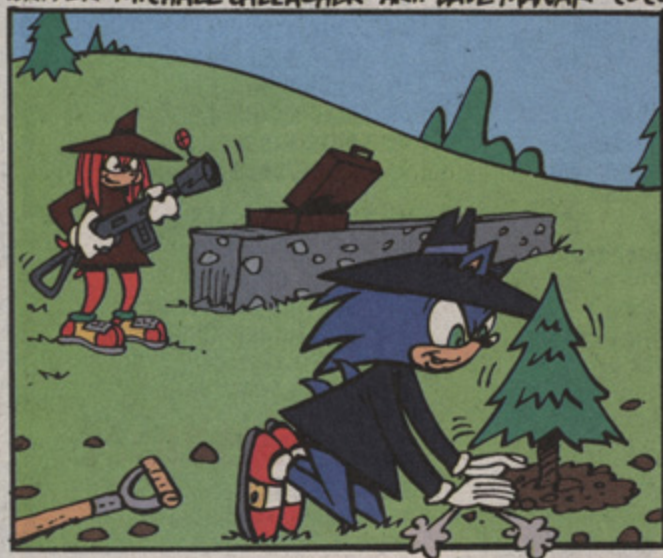
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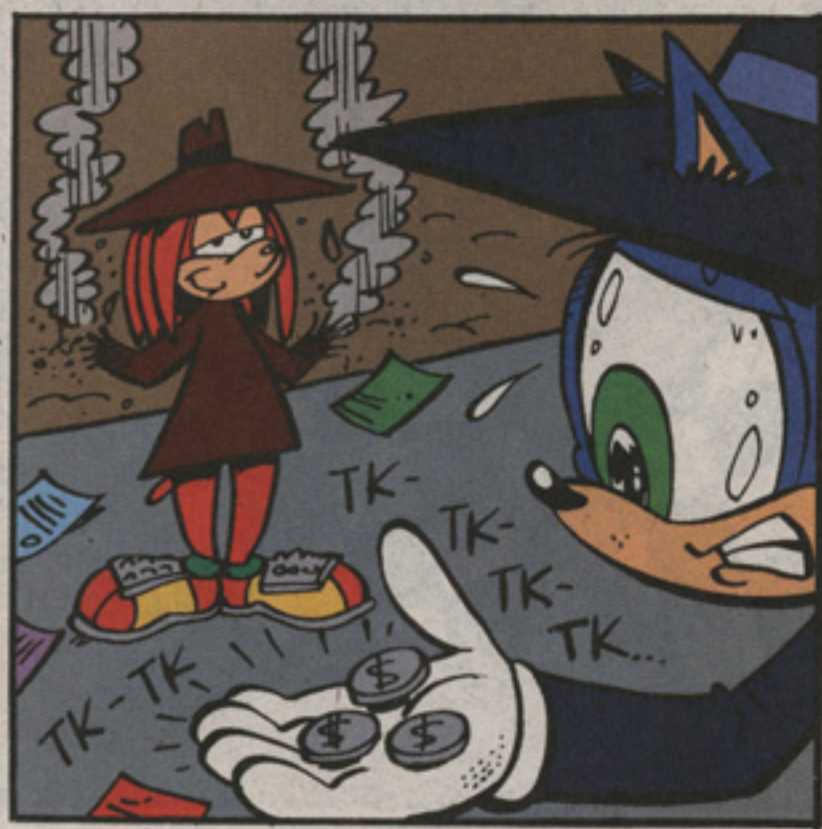
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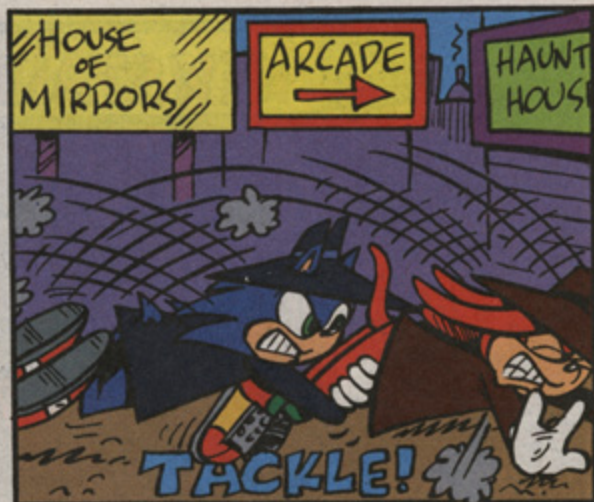
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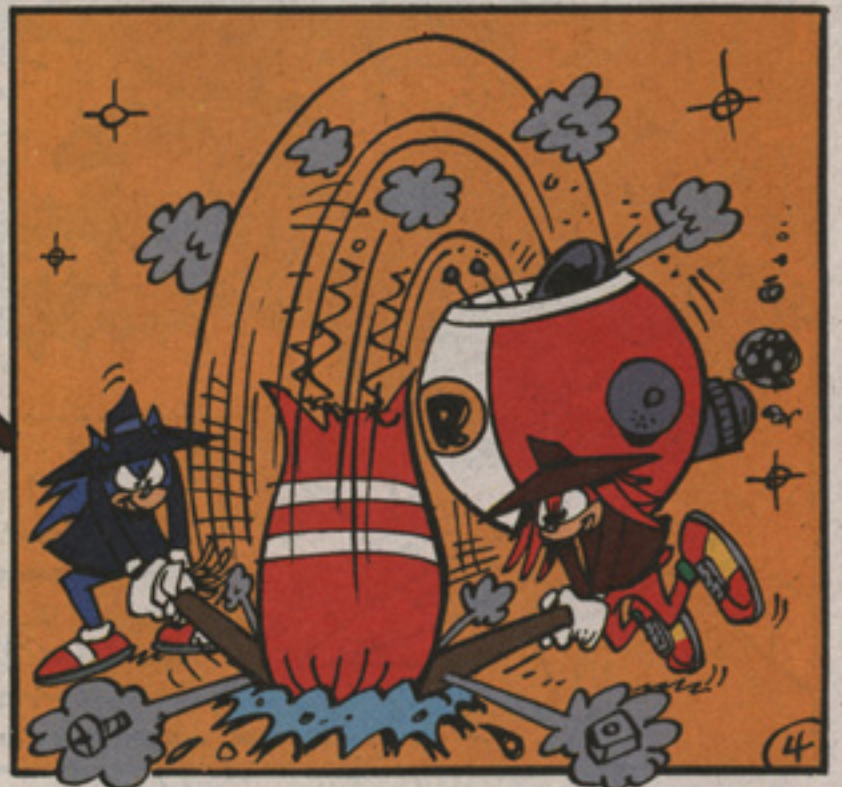
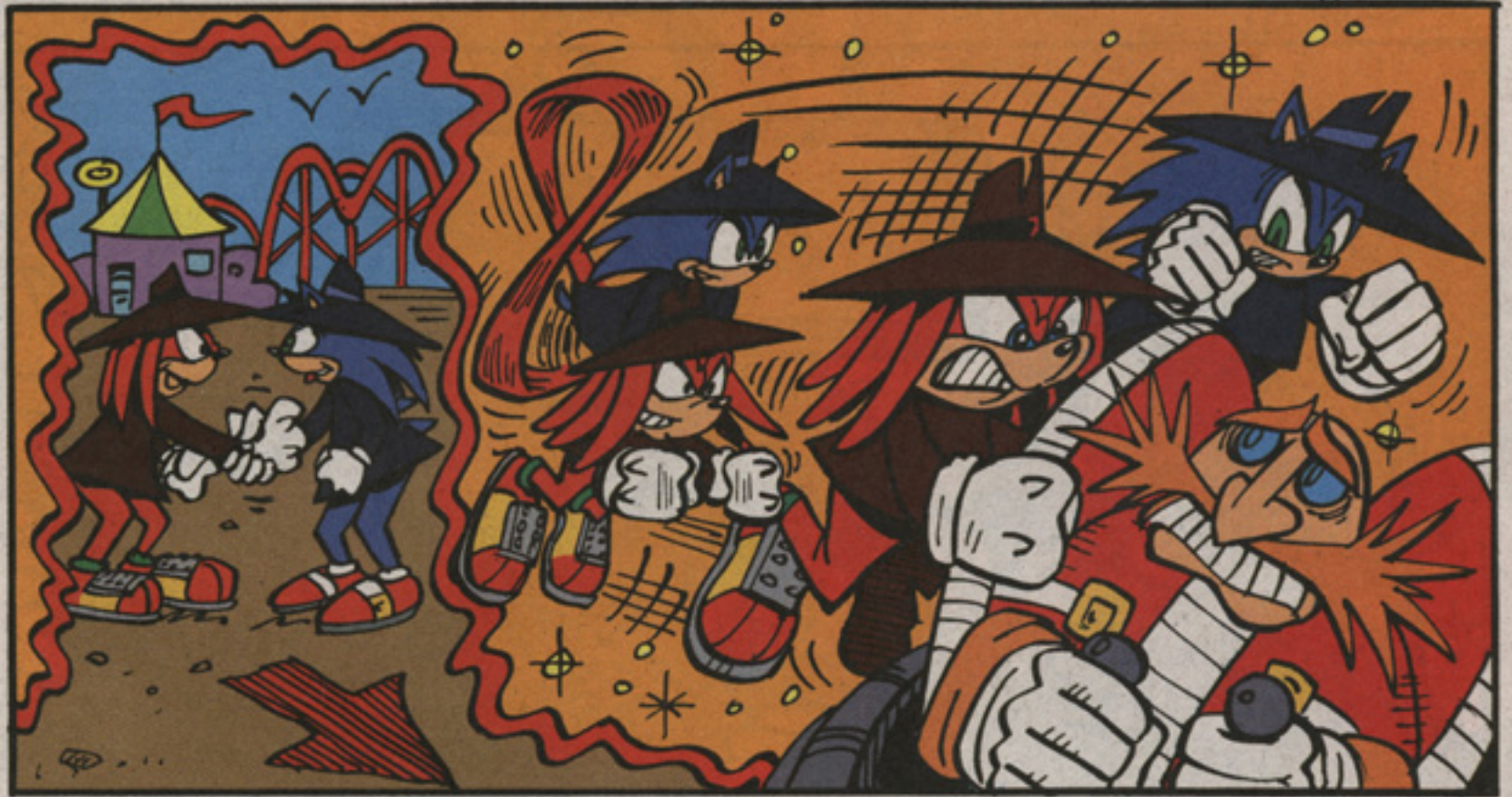
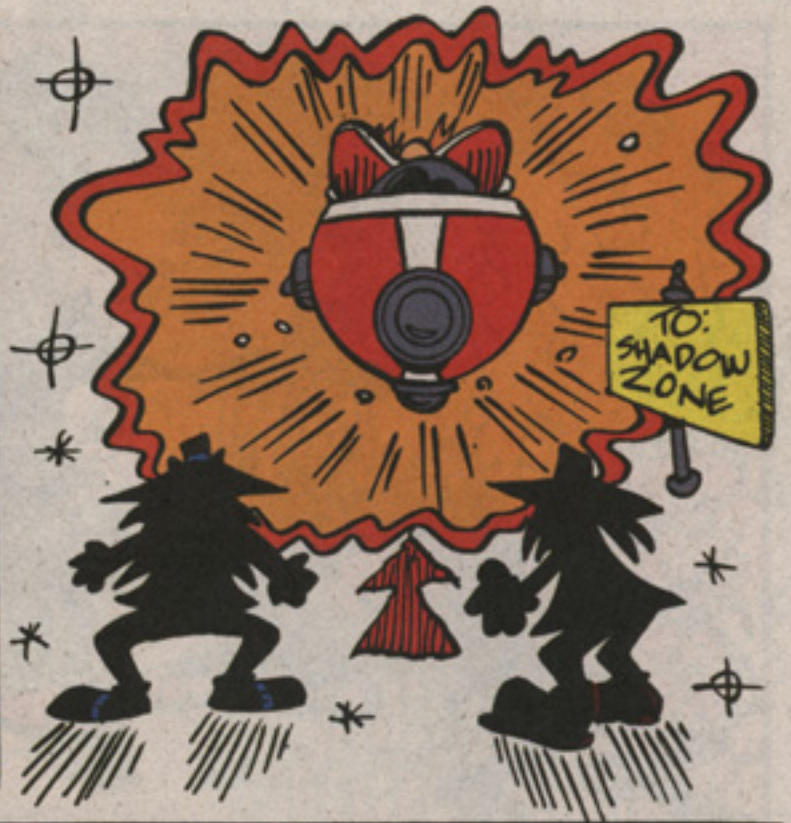


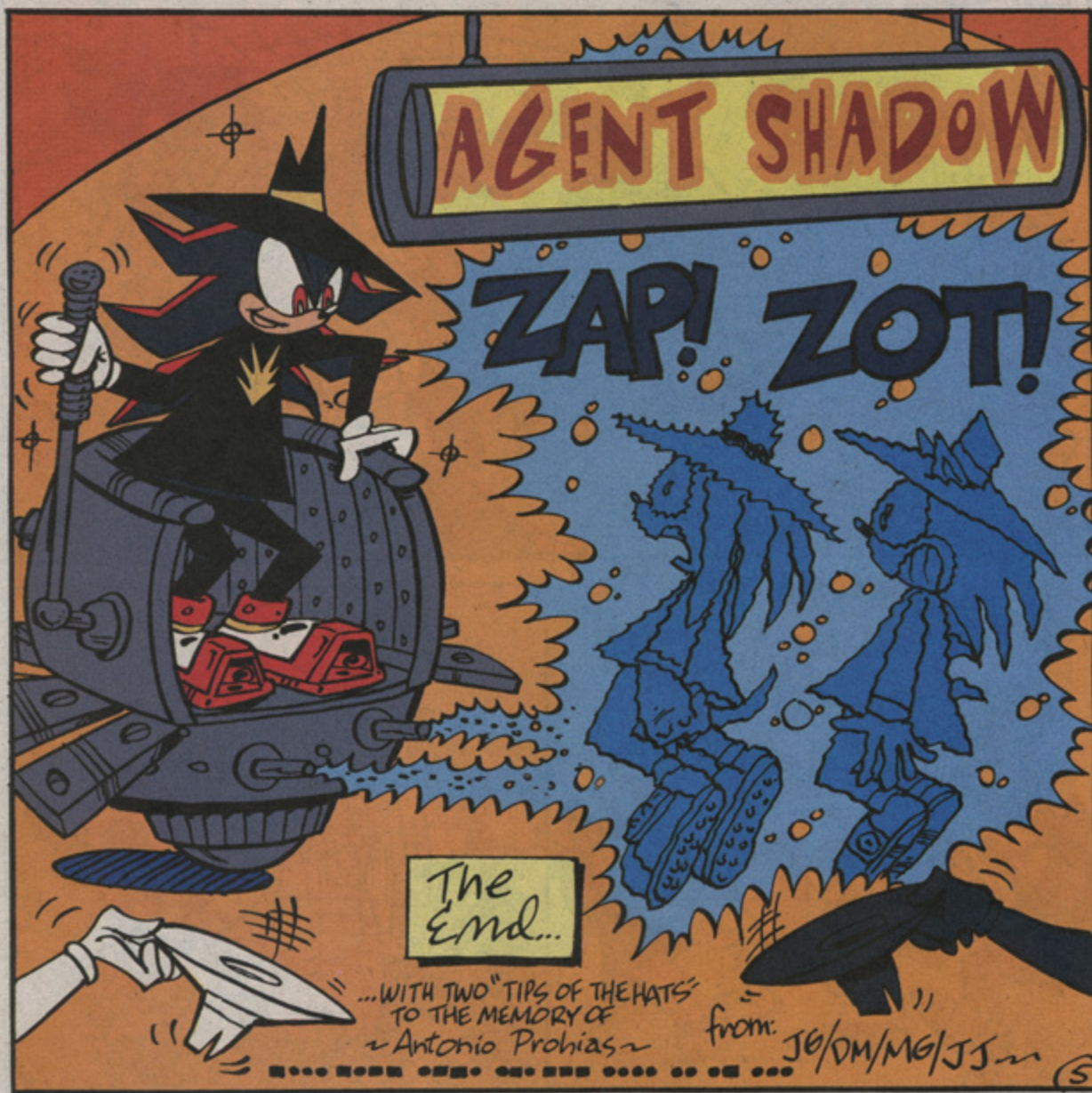
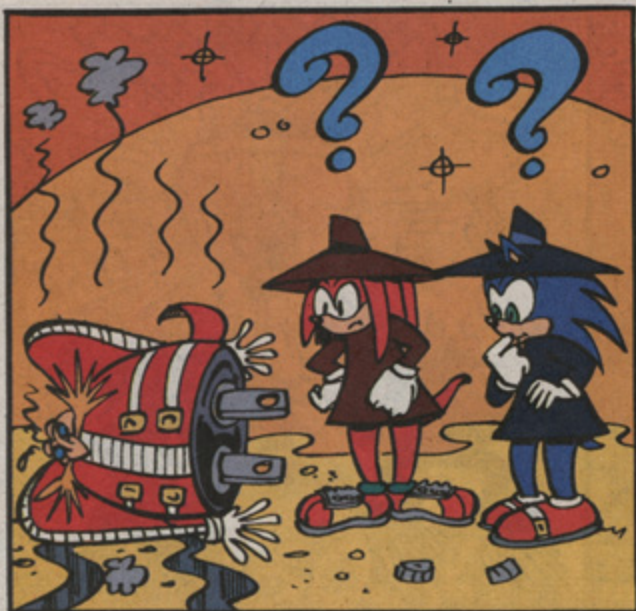
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BE RETURNED!



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SONIC-GRAMS

THIS JUST IN!

By the time you read this, it will be old news, but SONIC X is ready to hit the FOX BOX on Saturday mornings.

I checked out their website and saw just a tease of Sonic's new toon. I've been hearing about Sonic X for almost a year now through my contacts at Sega (and afterwards from the fans themselves). Some have even been lucky enough to see the

Japanese release and have given translated synopses to others. As this is the brainchild of Yuji Naka, creator of all things Sonic, he has his own spin on the Sonic adventures, as seen in the video games he has created over the years. And though it has nothing to do with the comic book continuity we have been publishing for over ten years, it is great to see Sonic back on television again, in any form besides through the video game console. With a sneak peak on August 23, 2003, and the series making its official debut every Saturday starting September 6, 2003 (check your local listings for channels and times), I for one will be in front of the tube, as it's sure to be "Sonic Blast."

Catch you on the flip . . .

ig

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.
THANKS FOR UNDERSTANDING!

**Send Letters
and E-mail To:**

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**COMING
ATTRACTIONS**



**SONIC
THE HEDGEHOG**

No. 128

Well, Sonic fans, even though we tried to catch up to your letters last month, it just wasn't enough. Therefore, for the second month in a row, we will try to catch up (for good this time), and extended our letters page to two pages. So, without further adieu, let's get to your latest letters, shall we..?

Dear Sonic-grams,

When SONIC comics came out years ago, I was thrilled to be able to collect the adventures of my favorite video game character. However, I lost interest in them as I grew older. But recently I flipped through #124 at the store and then checked out the comic encyclopedia at sonichq.com, and what I found was that over the years the stories have grown up and branched out to include a huge cast of interesting characters. I also enjoyed the fact that the plotlines have matured as to include more adult themes like growing up, loss, and love. Because of this, I have rekindled my love for SONIC comics.

Being an anime fan, I really enjoy comics that are drawn in the manga style, and I especially love the covers that are colorful and filled with action. The shout-out to Star Wars on #114's cover was both stylish and well done.

That being said, I do have a few problems with the comic. First is a complaint that many have voiced in the letters section; that the stories of each comic are too quick. I agree with this. As the plot starts to get good, the story ends or must be continued into the next issue. I know that every issue can't be a 48 page special, but it's dizzying when all the action is happening a mile a minute and then it all abruptly ends. This is how the Sonic portion of every comic is, but the Knuckles side has done very well keeping pace with the reader. I found myself enjoying his stories more than Sonic's.

Secondly, there are times in the comics when interesting storylines are cut down or eliminated because they are too adult (i.e.: heavy violence during fights and character romance). Though I think the comic has handled these issues well, a writer could open up many different plot lines by adding context designed towards older readers. But, considering that it is Sonic the Hedgehog, I don't think Sega would want their mascot getting too out of control. Just food for thought. Finally, in the letters section readers often ask how to become an artist for the comic, but what about if someone wants to become a writer? Do the writers also have to be artists? I'm sure there are a lot of people with story ideas who would love to have their creations brought to life. Is it possible to contribute to the comic? I would like to know.

Thank you very much,

Kevin S.

Having been responsible for giving Dawn Best her shot, I'd be the last one to never say never. However, that said, the first thing you have to be aware of is how competitive getting a gig like this is, whether it's Sonic, Archie or any other comic series. Once that sinks in, the best thing you can do is just write stories about anything and everything with the intent of submitting them to someone, anyone, for publication. The more often you make a sale, the more doors you tear down and the more likely you are to attain your dream. Good luck.

Dear Sonic Crew,

I just finished reading Sonic #125 and I have got to say that it blew me away. Everything came together to make the issue really great. The cover art is really awesome looking. I really think you should make a poster of it (or something similar). You know, one of

those wall scroll type things (like 2 ft by 3 ft or so), except maybe extend it a bit and lose the big 125 in the center. I think you'd make a lot of money off of it.) Anyways, on to the story . . . The alien thing was a tad weird but I think it worked pretty well. The first half really made it so I couldn't wait to get this issue and watch Sonic and the whole planet battle the Xorda. It was interesting how you switched people working on each chapter to give each part of the story a different visual to it. And it was a really big plus how long the story was, as opposed to the usual two or three or so stories packed inside an issue.

The story itself was amazing. Almost every few pages had a surprise waiting for me, starting with the first. I liked their explanation of Mobian mythology tied in with the extermination of the humans. And the cool robot was pretty awesome. Reminded me of the special (SSS #9, I believe) where Sonic travels to a reverse dimension. The robot only fought for about a page, but it looked pretty neat. Of course, I don't really understand how the robot could use Sonic as a battery if his feet weren't moving. And if they forced him to move fast enough, why couldn't the machine power itself? Then again, maybe I'm just thinking too much into it!

The quantum dial was a neat weapon and it had lots of defense to get through (I just find it strange the Xorda didn't attack after it was destroyed). I enjoyed watching all the inhabitants of Mobius attack the quantum dial. Very nice way to bring back missed characters (maybe you should do a mini-story with Tails and Fiona. I think that would be neat). And the return of Knuckles was just cool. Too bad he lost his powers returning, but at least he helped save everyone (by the way, he looks really cool in that trench coat thing). And the ending with all the text worked very well with the pictures. It gave a sad atmosphere to Sonic's "death." And thanks to the epilogue, I can't wait for 4 more weeks until the next issue comes out.

The message from Yuji Naka was pretty cool, too. It reminded me how

**Cover this month by Spaz, Ribeiro and the Rays.
Frontispiece by J. Axer. Letters page design by JoeepP.**

far Sonic has come, and how far he's going to go. I really hope you continue the series for many years to come. And please, give my poster idea a thought, will you? ;)

Jonathan Chang
Houston, TX

That's an idea that's been floated from time to time, Jonathan. Maybe if enough of you express support it might one day become reality. Stranger things have been known to happen, y'know?

Dear, Sonic & Crew,

First of all, thank you. My name is Sandy-John "Whiz" Lonethunder. I do believe that I sent ya a letter before. I think it was printed in Lsh #106 (way back when). I told ya about my love for the very first Sonic video game, the TV series, and how I came across the comic series. I told ya that I grew up with "The 'Hog" as I was a few weeks away from turning 18 at that time. Now I'm 19 years old and just finished reading #125. Congratulations, that's no small feat. I'd just like to thank Archie Comics, editors (JG), writers, artists (who are all awesome, and Dawn, I bet you're just as beautiful as your art!) plus everyone else involved. Thank you and thanks for the memories. Thank you to Spaz for all the awesome covers, I really look up to you as a fellow artist. Also, a serious thank you for Yuji Naka and The Sonic Team, without whom none of this would be possible. Naka-San, Thank you. You're all a big part of my life. Whoo! Here's to the next 125 issues and the next 12 years of sonic!

S-Jay, Still Juicin'!

And S-jay was far from the only one who expressed such sentiments:

Dear Sonic Grams and Co.

I'm amazed. You really out did yourselves in issues #118-124, but #125 was truly something special. It got to me in a way that was just so different that words can't describe how I felt (I read it five times the day I got it!). Believe it or

not, since issue #0 (which sadly I no longer have) I knew the comic was going to be as big as the blue blur himself (I've been obsessed with Sonic since his first

Javiegame when I was 10). Over the past twelve years, I've followed his progress as best as I could, and to see it evolve so much is so way past cool! After #125 I really felt like I had to thank you guys for keeping so true to the blue dude with attitude. Sad to say I've missed way too many issues, but I still try to keep track, which brings up my next point, for some time now you guys said you would bring everyone up to speed on the comics past so I want to know if this will be soon. Also I heard a rumor you were planning to release #118-125 in some sort of special pack, or something along those lines, and I just wanted to know if this was true (I missed #119 and #120, but I heard they were great). By the way, the 'zine' cover art is perfect, don't change it. There's not much left to say other than the obvious fact that the comic is still extremely cool and going strong, even after a decade. Please continue making the best hero around as cool as he should be. Oh, I almost forgot to say 'nice job' on how the art switches from chapter to chapter in issue #125. Thanks for taking the time to read this and keep up the outstanding job.

Your ever loyal Sonic fan

Greetings to all the fine people at Archie,

I just got issues #124 and #125, and all I've got to say is WOW! I can't wait to see what happens! But in issue #124 I was immediately floored by the fact that Mobius is Earth. Now all of this is perfectly fine, and makes a great deal of sense, except for a couple of problems: In Sonic Super Special #7, Sonic and the Freedom Fighters go to Earth and they get there via the Cosmic Interstate. Sonic also travels to an Earth much more like ours in Sonic Live (#1). If either of these are in fact our Earth then that opens a startling range of possibilities. The cosmic interstate could be used for time travel,

or each second exists in a different zone. The first possibility seems much more likely. Also, one theory about black holes says that they can act as wormholes to other times, places, or even dimensions, could this be what happened to Sonic?

I'm very interested in hearing your answer, especially with regards to the time travel issue. Did you guys make a mistake, or do I have something here?

Keep up the good work,
zfreak2004

Very observant of you, zfreak2004... but it is a little too soon to explain just yet. That is something that will be covered in a future issue.

**... Whoops!
So much
more to go
and I've
barely
scratched
the
surface! See
you in #130
for more fun
and games.
Take care.**

As for this issue, it's a wrap, people. We'll see you in thirty.